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# CAN'T QUIT

## ENTERTAINMENT

Strategize against the odds in a dice game  
(ages 8 and up)

by **John Harris**

Requires: ATARI BASIC Language Cartridge

One ATARI Joystick Controller

Cassette version (1):  
(APX-10220)

ATARI 410 Program Recorder  
16K RAM

Diskette version (1):  
(APX-20220)

ATARI 810 Disk Drive  
32K RAM

Edition A

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John Harris

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# Introduction

## OVERVIEW

Success at CAN'T QUIT comes from knowing just when to be bold, and when to fold. Luck certainly helps, but it isn't everything. Each roll of the dice forces you to decide: quit now, or take a chance? See who's cautious and who's reckless as you watch the progress of your game tokens across the board.

You can play against another player or against the computer. You can even have the computer play a game against itself. The diamond shaped game board is composed of eleven rows of boxes, one row for each number from 2 through 12.

When it's your turn, you use a joystick to roll four dice. They bounce across the screen and finally come to a stop. Then you decide which pair of those dice you're going to use. If you choose a 3 and a 7, for example, game tokens move one space to the right on rows 3 and 7. The object of the game is to have your tokens move completely to the right on 3 rows (or 4 if you choose).

It sounds at first as if all you have to do is keep on rolling dice until you move completely to the right. But it's not that simple! If you push your luck too far, you wipe out all the progress you've made. You have to resist taking that last turn before you've gone too far. That decision is up to you. It's tempting to keep trying one more time--and that's why it's called Can't Quit!

You can play by hunches and guesses, or you can strategize on probabilities. And whenever you like, you can press a key to hear the intoxicating "Beer Garden Symphony" composed specially for the game.

## REQUIRED ACCESSORIES

ATARI BASIC Language Cartridge  
One ATARI Joystick Controller

Cassette version

16K RAM  
ATARI 410 Program Recorder

Diskette version

32K RAM  
ATARI 810 Disk Drive

#### CONTACTING THE AUTHOR

Users wishing to contact the author may write to him at:

8 Duralumin Ct.  
Baltimore, MD 21220

## Getting started

### LOADING CAN'T QUIT INTO COMPUTER MEMORY

1. Insert the ATARI BASIC Language Cartridge into the cartridge slot of your computer.
2. Plug your Joystick Controller into the first controller jack of your computer console.
3. If you have the cassette version of CAN'T QUIT:
  - a. Connect your program recorder to the computer and to a wall outlet.
  - b. Turn on your computer and your TV set.
  - c. Slide the CAN'T QUIT cassette into the program recorder's cassette holder and press REWIND on the recorder until the tape rewinds completely. Then press PLAY.
  - d. Type CLOAD on your computer and then press the RETURN key two times. The tape will load into computer memory.
  - e. After the tape finishes loading, the word READY will appear on your TV screen. Type RUN and press the RETURN key. The program's first display screen will appear on your TV screen.

### If you have the diskette version of CAN'T QUIT:

- a. Have your computer turned OFF.
- b. Turn on your disk drive.
- c. When the BUSY light goes out, open the disk drive door and insert the CAN'T QUIT diskette with the label in the lower right-hand corner nearest to you. Close the door. (Use disk drive one if you have more than one drive.)
- d. Turn on your computer and your TV set. The program will load into computer memory and start automatically.



## THE FIRST DISPLAY SCREEN

When the program has loaded into computer memory, the following screen appears:

CAN'T QUIT  
by John M. Harris

Music  
by Jay Trotta  
c 1983

PEOPLE PLAY    YOU VRS ATARI    AUTOPLAY

Figure 1   First display screen

The game tokens also appear on the screen, while the "Beer Garden Symphony" plays.

# Playing CAN'T QUIT

## GAME OPTIONS

There are three ways to play CAN'T QUIT. "PEOPLE PLAY" is a two-player version. "YOU VRS ATARI" is a one-player game, with the program taking the part of your opponent. "AUTOPLAY" means that the computer will play a game against itself, and all you have to do is watch.

Move the joystick to the right and left to highlight the title of the option you want. Then press the red joystick button to begin play.

## THE GAME BOARD

The diamond shaped game board shows 11 rows of squares. The rows are numbered from 2 (at the top) to 12 (at the bottom). Row 2 is 5 squares wide, and the numbers of squares increase, to the center row (Row 7), which has 15 squares. From the center to the bottom (Row 12), the number of squares decreases again to 5.

Your objective is to fill in all the squares, from left to right, in 3 rows, or 4 if you select a harder option. At the top of the screen, three numbers appear. The middle number is a 3 or 4, depending on which option you chose. (Press the OPTION key, and the number changes back and forth from 3 to 4. Once a player wins the first row, you can't change it again.) On the left is the number of rows (in blue) the first player has filled, and on the right is the number of rows the second player (or the computer as opponent) has filled.

Four dice bounce and come to rest in the lower right hand part of the screen. At the upper left of the screen are three white game tokens decorated with faces. They're just the right size to fit in the squares of the game board. They look like each of the players, but your player is the blue figure at the lower left. Your opponent (another player or the program) is green.

## STARTING A GAME

The four dice roll automatically for your first turn. When they come to rest at the lower right of the screen, you can see the numbers on them. At the left, all the possible combinations

appear. All except one of the combinations are the same color as your player. The following message flashes on the screen:

#### PICK A PAIR

Choose a pair by moving the joystick up and down. The one you choose turns white. When you've decided, press the red joystick button.

Suppose your pair is 4 and 5. Two of the white game tokens move to the first square of each of those numbered rows. The numbers 4 and 5 replace the white tokens at the upper left of the screen. This message flashes on the screen:

#### ROLL OR QUIT

To roll again, move the joystick up. The dice rise off the screen, and four new ones bounce and come to rest. The program prompts you to pick a pair again. If any of the numbers you choose are rows with tokens on them, the tokens advance one more place to the right.

If you choose a pair with two numbers of new rows, (2 and 6, for example) a white token moves to the first square of the first number (2). You can change which number is first by moving the joystick to the left or right before you press the red button. That number replaces the third token at the upper left of the screen.

If you choose a pair that contains only one number (4 and 4), the token moves two squares to the right.

Again you have the choice to roll or quit. If you roll again, and none of the possible combinations contain one of the three numbers at the upper left of the screen, your player's face (and all the tokens' faces) assumes an expression of despair. The words "YOU LOSE" appear on the screen. All the progress your tokens made from left to right is lost and you forfeit your turn.

To quit instead of rolling the dice again, move the joystick down. The white tokens in the squares turn to the color of your player. Whatever happens in later turns, you won't go back beyond these squares.

The next player (or the program opponent) has a turn. If you're using the two-player version, your opponent takes over the joystick and directs the green player. At the end of his turn, his tokens turn green. (If you're both on the same square in one row,

the square is half one color and half the other.)

When a player makes it to the rightmost square of a row, all the squares in that row turn to his color. The appropriate number changes at the top of the screen and the symphony plays. Later, if a player chooses a pair of numbers including one that has its row filled, the program ignores it.

## PLAYING THE SONG

At any time during the game, you can press the SELECT key to hear the "Beer Garden Symphony" (for example, to distract your opponent).

## RESTARTING THE GAME

During the game, you can press the START key to end the current game and begin a new one.

## ENDING THE GAME

The game ends when one player completes 3 or 4 rows (depending on the option chosen at the beginning of the game). The screen flashes, the message "GAME OVER" appears, and the music sounds to congratulate the winner. You see the first display screen, and you can begin another game.

## STRATEGY

Luck plays a part in CAN'T QUIT, but it isn't everything. Even though the rows at the top and bottom are shorter, the numbers of the middle rows (especially 7) have the highest probability of occurrence. Better players choose these center rows when they can.

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## Review Form

We're interested in your experiences with APX programs and documentation, both favorable and unfavorable. Many of our authors are eager to improve their programs if they know what you want. And, of course, we want to know about any bugs that slipped by us, so that the author can fix them. We also want to

know whether our instructions are meeting your needs. You are our best source for suggesting improvements! Please help us by taking a moment to fill in this review sheet. Fold the sheet in thirds and seal it so that the address on the bottom of the back becomes the envelope front. Thank you for helping us!

1. Name and APX number of program.

2. If you have problems using the program, please describe them here.

3. What do you especially like about this program?

4. What do you think the program's weaknesses are?

5. How can the catalog description be more accurate or comprehensive?

6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program:

- \_\_\_\_\_ Easy to use
- \_\_\_\_\_ User-oriented (e.g., menus, prompts, clear language)
- \_\_\_\_\_ Enjoyable
- \_\_\_\_\_ Self-instructive
- \_\_\_\_\_ Use (non-game programs)
- \_\_\_\_\_ Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please give page numbers).

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8. What did you especially like about the user instructions?

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9. What revisions or additions would improve these instructions?

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10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

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11. Other comments about the program or user instructions:

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From

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